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Practice Quiz 7.1

Practice Assignment • 30 min

Your grade: 80%

Your latest: **80%** • Your highest: **80%**

To pass you need at least 70%. We keep your highest score.

Next item →

1. The sequence of actions of an interactive program is: 1 / 1 point

- [x] Determined at run time.
- [ ] Predetermined by the starting number of seconds on a timer.
- [ ] Predetermined by the programmer.
- [ ] Predetermined by the user.

Correct

2. Assume an Alice project has the eventListener shown and has three objects in the world: rhino, cow and camel. After clicking run, the user clicks on the cow. What happens? 1 / 1 point

- [ ] The rhino moves up and down quickly.
- [ ] The cow moves up and down quickly.
- [x] Nothing happens.
- [ ] The camel moves up and down quickly.

Correct